

## Dagger – Parameters

The following lists the AUv3 parameters exposed by Dagger and the corresponding screen controls. They are listed in the order displayed by AUM, when Dagger is loaded as an AUv3. Parameters listed as (--) seem to have no effect. Note that some parameter names (Amount, Mod, Res, Type, and Wheel) appear twice in the list, but each instance (slot) is a different parameter.

AUV3	Control
Wave	LFO Waveform
Freq	LFO Rate
Mode	--
Adsr sync	Retrig, Gate, LFO
Wheel	Wheel (Off, Hpf, Lpf, Mod)
Sync	LFO Rate (Key, Free, Tempo)
Velocity	VCO Velocity amount
Wave1	Osc 1 Waveform
Wave2	Osc 2 Waveform
Width1	-- (Use Wave1 to set width)
Width2	--
Mod	Osc Mod amount
Mod target	Osc Mod (Wave 1, Phs/Det, Pitch)
Type	LPF Type
Drive	LPF Drive
Cutoff	LPF Frequency
Res	LPF Resonance
Env	LPF Env amount
Kbd	LPF Track
Mod	LPF Mod amount
Osc mod	LPF Osc2 Mod amount
Wheel	--
A	Attack
D	Decay
S	Sustain
R	Release
Type	--
Drive Q	--
Amount	Amp Drive
Amount	Amp Level
Amp mod	Amp Mod amount
Amp mode	R, AR, ADSR
Cutoff	HPF Cutoff
Res	HPF Resonance
Track	HPF Kbd tracking
GlidePoly	Glide amount
Glide auto	Glide Auto
Velocity target	Velocity (Filter, +, Amp)
spread auto	Spice
Vco trig	Osc Retrig
VCO Mix	Osc Mix
Phase/detune	Osc 2 Phase/Detune
Octave	Osc 2 Octave
Vco sync	Osc 2 Sync
Paraphony	Chord

The effect of these controls is described in the document,  
<https://www.beepstreet.com/BeepstreetWWW/resources/DaggerQuickstart.pdf>